

Fig. 1A

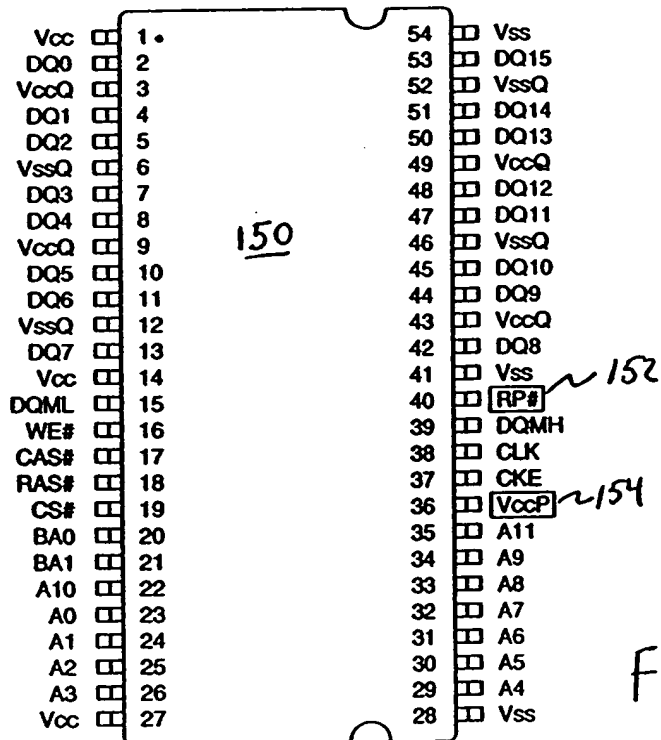


Fig. 1B

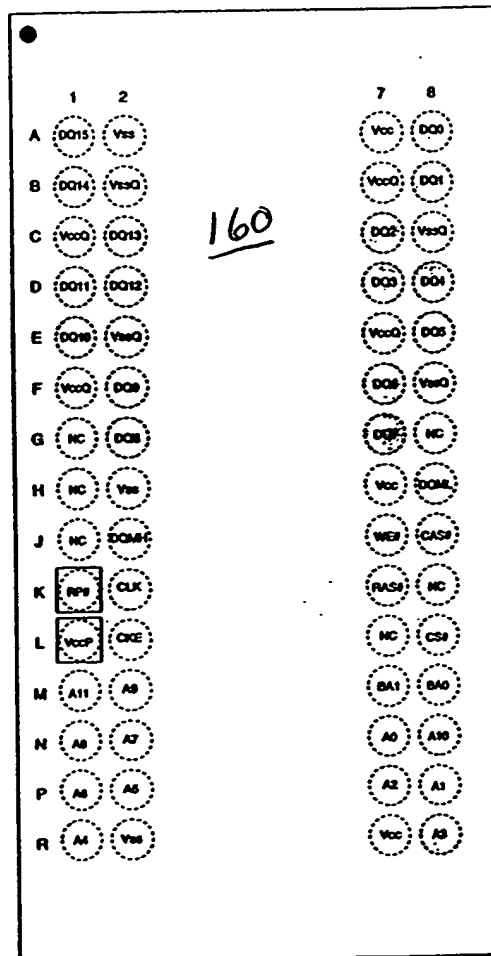


Fig. 1C

09626184-072500

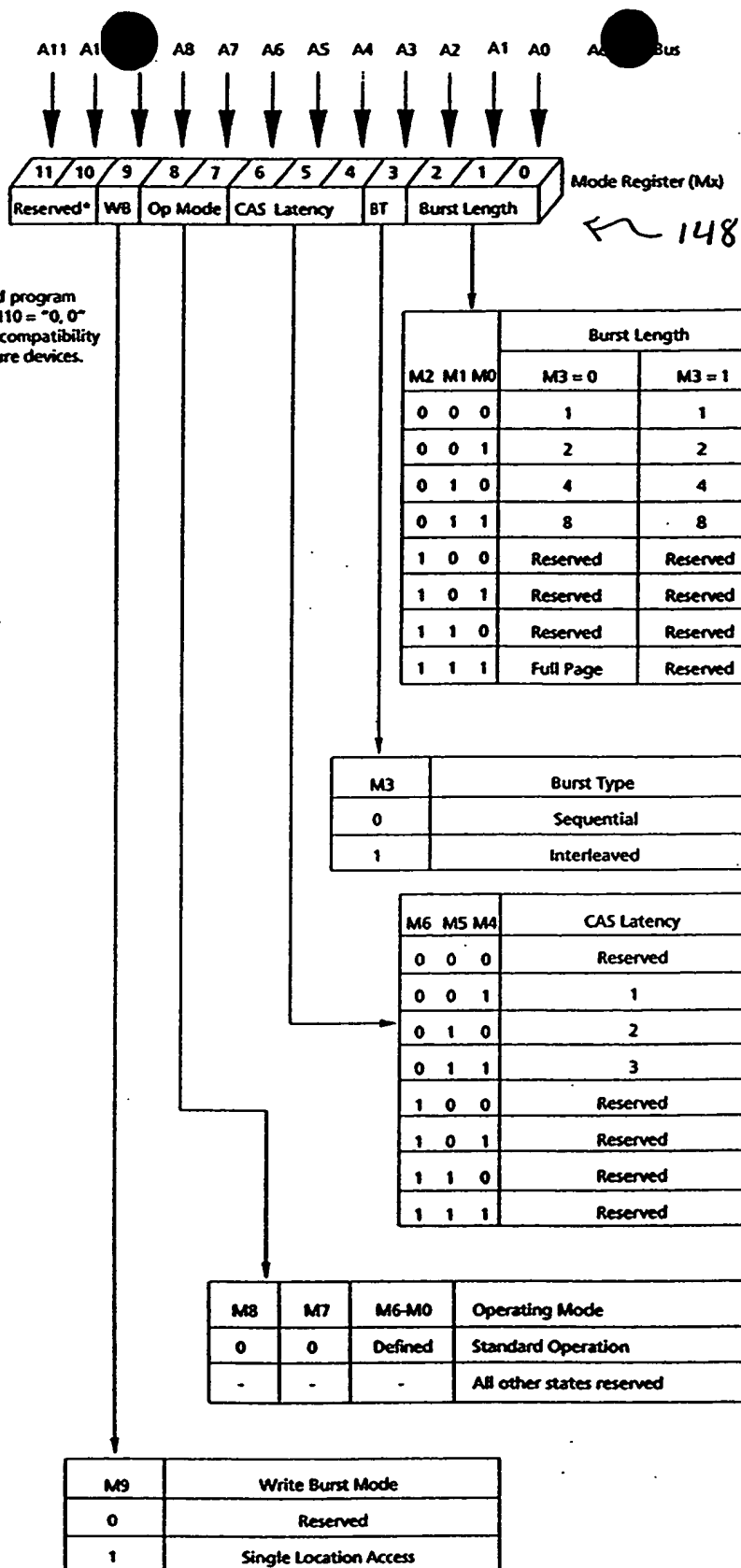
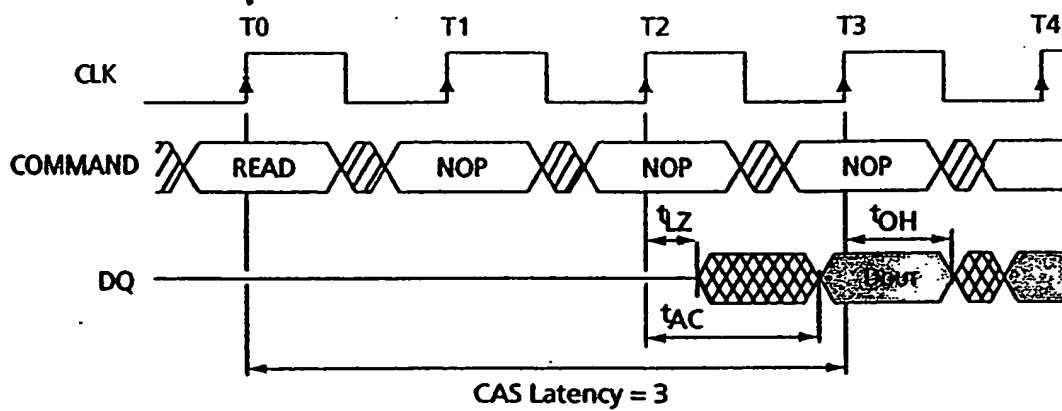
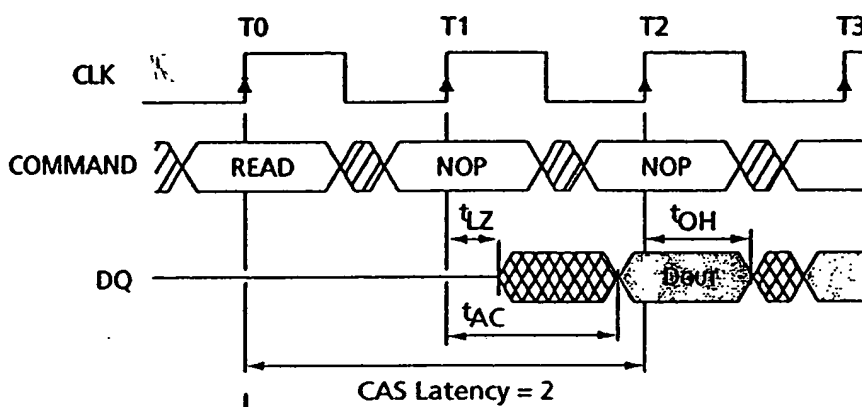
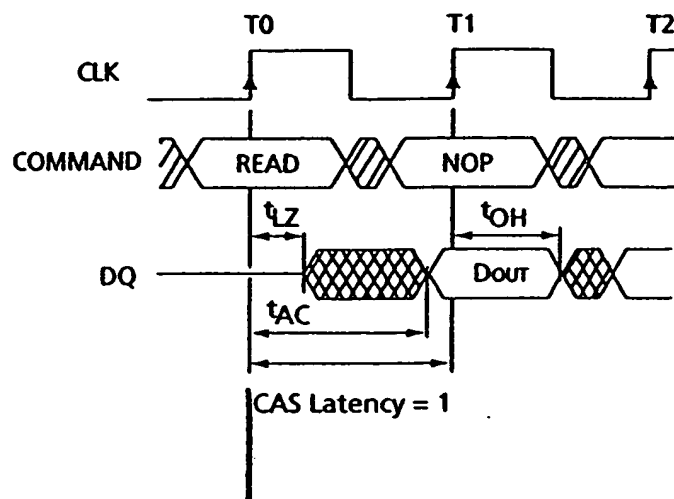


Fig. 2



 DON'T CARE  
 UNDEFINED

Fig. 3

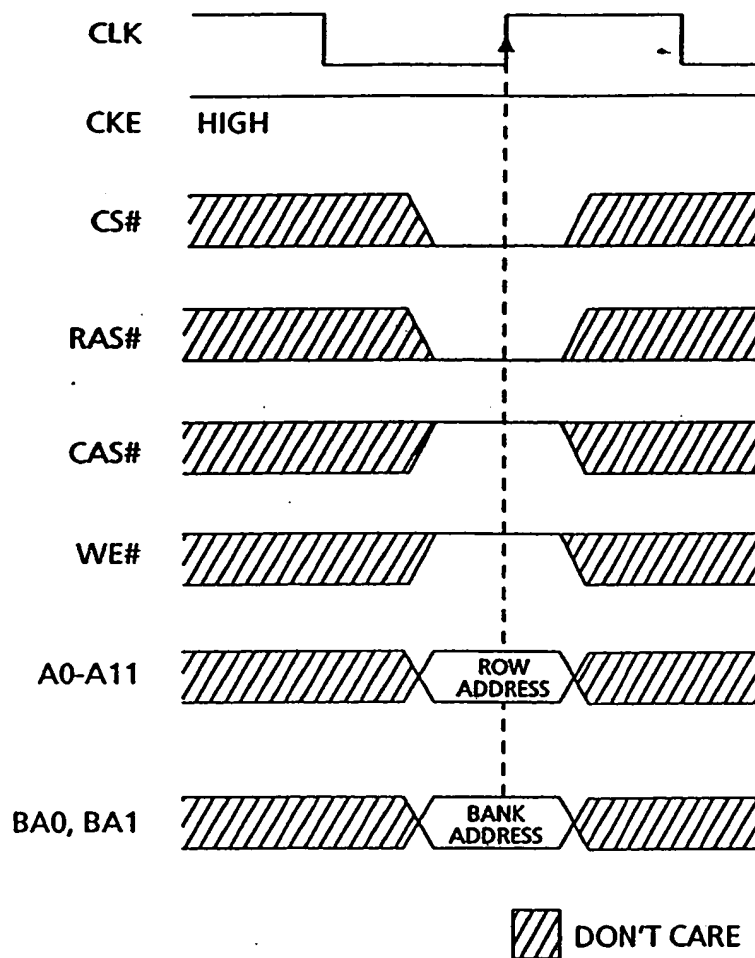


Fig. 4

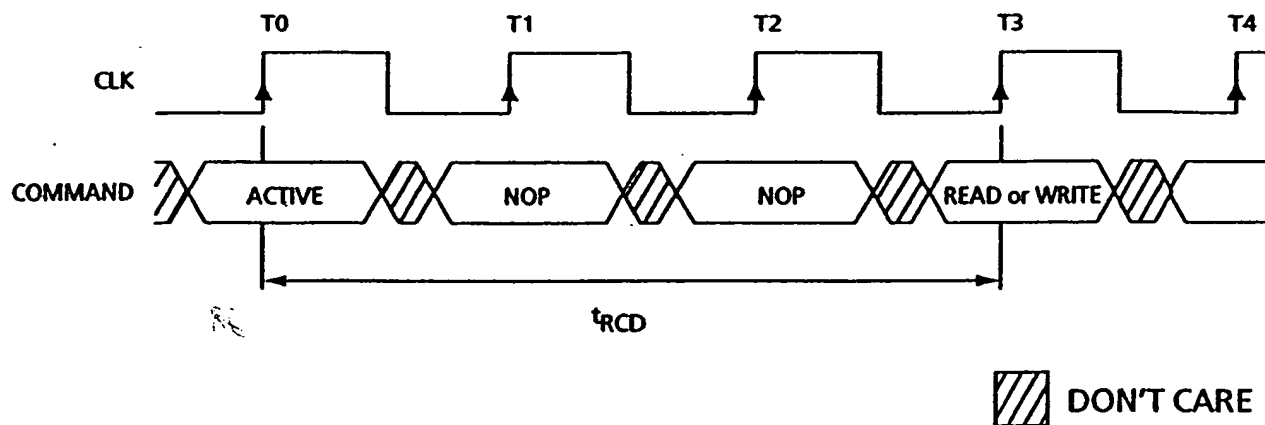


Fig. 5

050204.072800

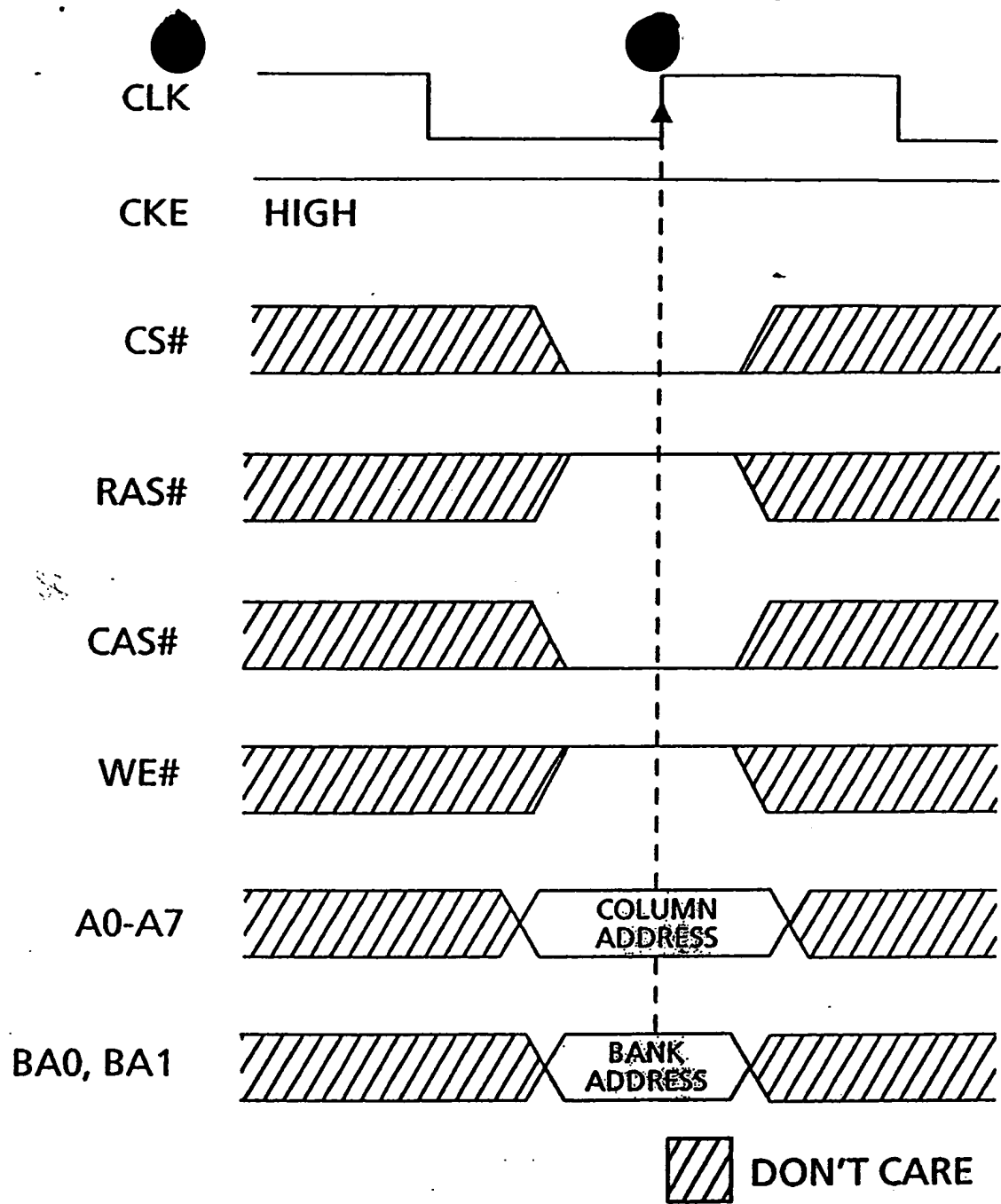
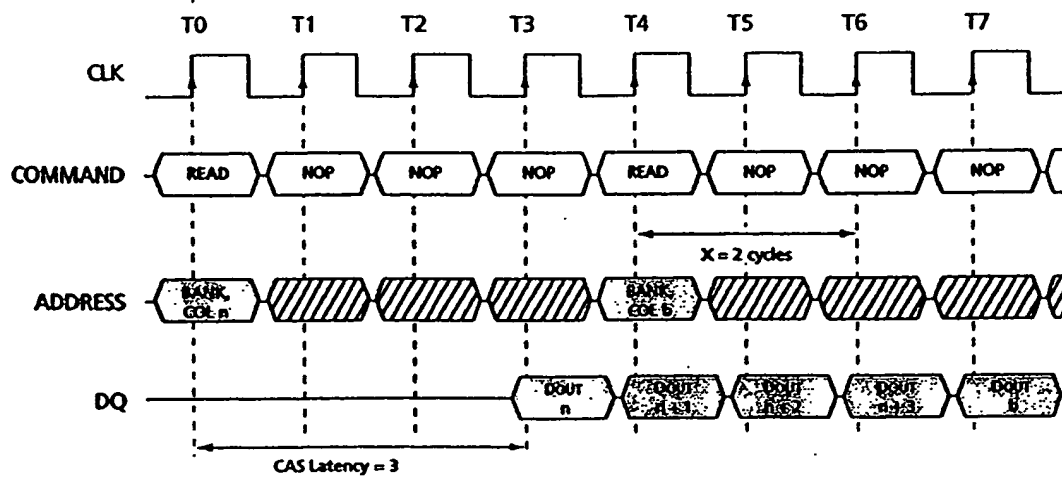
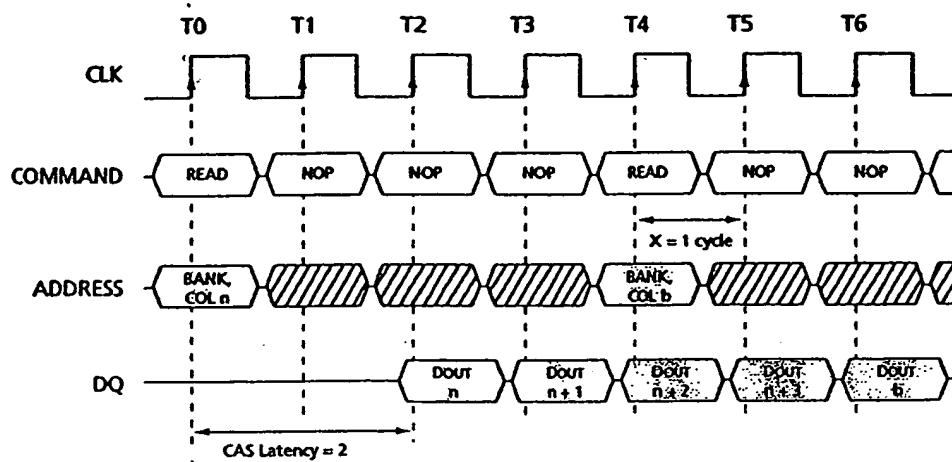
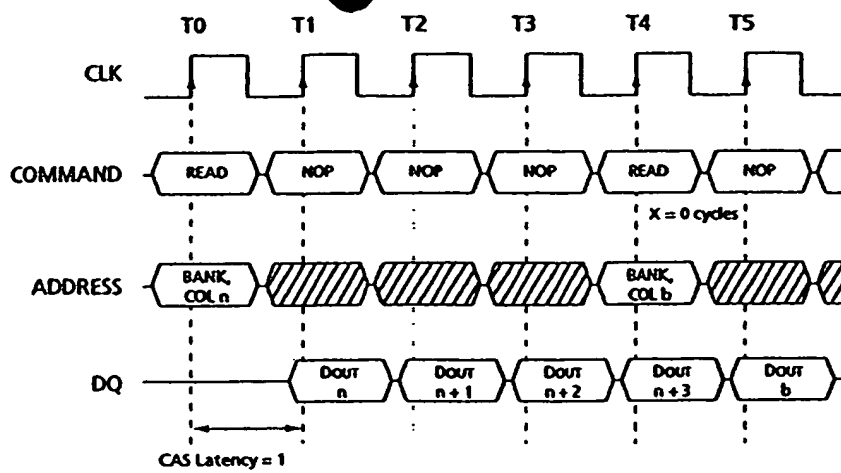


Fig. 6

03626104-072000

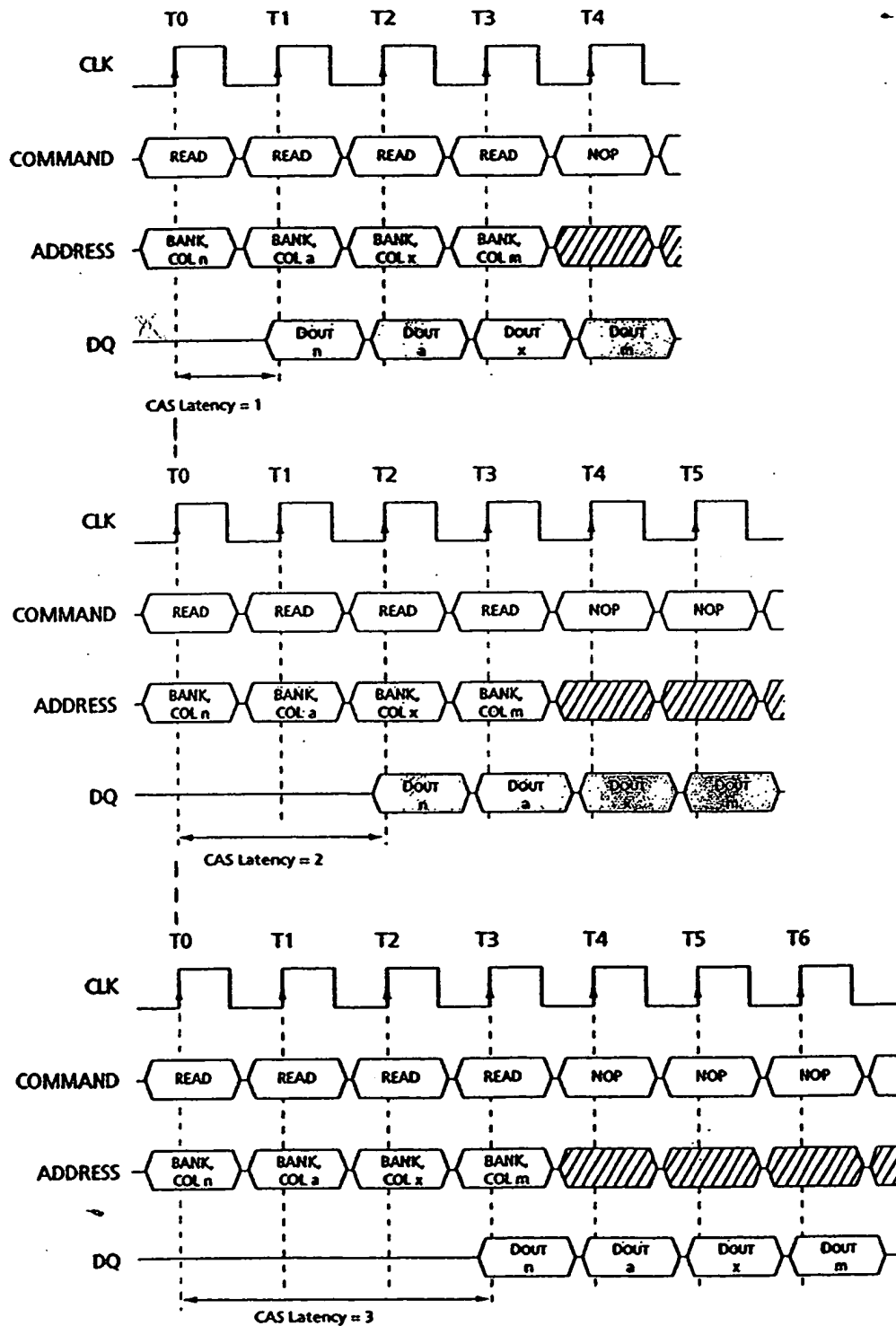


NOTE: Each READ command may be to either bank. DQM is LOW.

 DON'T CARE

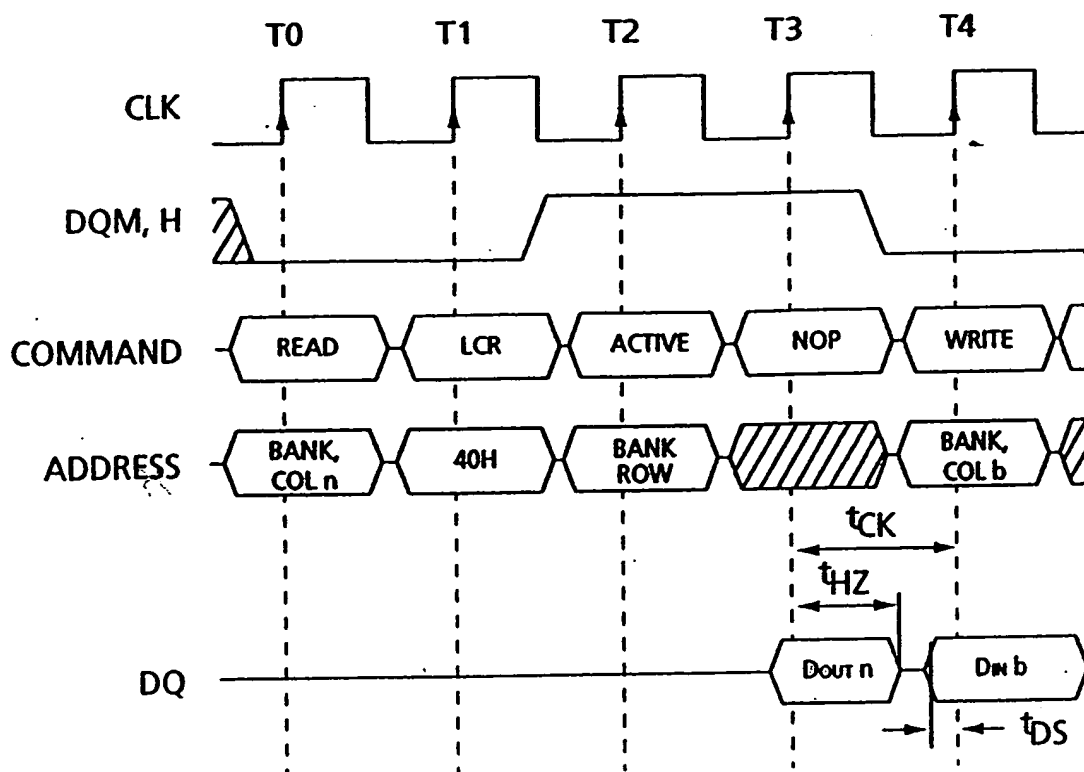
Fig. 7





NOTE: Each READ command may be to either bank. DQM is LOW.

Fig. 8



**NOTE:** A CAS latency of three is used for illustration. The READ command may be to any bank, and the WRITE command may be to any bank. If a CAS latency of one is used, then DQM is not required.

 DON'T CARE

Fig 9

The figure contains three timing diagrams for burst read operations, each showing CLK, COMMAND, ADDRESS, and DQ signals over time cycles T0 through T6 (or T7).

- Top Diagram (CAS LATENCY = 1):**
  - CLK: T0 to T6.
  - COMMAND: READ at T0, NOP at T1-T3, BURST TERMINATE at T4, NOP at T5-T6.
  - ADDRESS: BANK COL n at T0, followed by hatched "DON'T CARE" regions for T1-T6.
  - DQ: DOUT n at T1, DOUT n+1 at T2, DOUT n+2 at T3, DOUT n+3 at T4.
  - Annotations: "X = 0 cycles" between T4 and T5; "CAS LATENCY = 1" from T0 to T1.
- Middle Diagram (CAS LATENCY = 2):**
  - CLK: T0 to T6.
  - COMMAND: READ at T0, NOP at T1-T3, BURST TERMINATE at T4, NOP at T5-T6.
  - ADDRESS: BANK COL n at T0, followed by hatched "DON'T CARE" regions for T1-T6.
  - DQ: DOUT n at T2, DOUT n+1 at T3, DOUT n+2 at T4, DOUT n+3 at T5.
  - Annotations: "X = 1 cycle" between T4 and T5; "CAS LATENCY = 2" from T0 to T2.
- Bottom Diagram (CAS LATENCY = 3):**
  - CLK: T0 to T7.
  - COMMAND: READ at T0, NOP at T1-T3, BURST TERMINATE at T4, NOP at T5-T7.
  - ADDRESS: BANK COL n at T0, followed by hatched "DON'T CARE" regions for T1-T7.
  - DQ: DOUT n at T3, DOUT n+1 at T4, DOUT n+2 at T5, DOUT n+3 at T6.
  - Annotations: "X = 2 cycles" between T4 and T6; "CAS LATENCY = 3" from T0 to T3.

**NOTE: DQM is LOW.**

**DONT CARE** (indicated by hatched boxes)

Fig. 10

Timing diagram showing the relationship between various signals during a memory access cycle. The signals are:

- CLK: Clock signal.
- CKE: Chip Enable, shown as HIGH.
- CS#: Chip Select, active-low signal.
- RAS#: Row Address Strobe, active-low signal.
- CAS#: Column Address Strobe, active-low signal.
- WE#: Write Enable, active-low signal.
- A0-A7: Column Address.
- BA0, BA1: Bank Address.

The diagram illustrates the timing of these signals relative to a vertical dashed line, which marks the start of the access cycle. The signals are active (low) during the access cycle. A legend indicates that hatched areas represent "DON'T CARE".

Fig: 11

Timing diagram for a 2T1W1R burst access sequence. The diagram shows four signals over five clock cycles (T0 to T4).

- CLK:** A periodic clock signal.
- COMMAND:** A sequence of commands: WRITE (T0), NOP (T1), READ (T2), NOP (T3), NOP (T4).
- ADDRESS:** A sequence of addresses: BANK, COL n (T0), followed by three cycles of a hatched pattern (T1, T2, T3), and then BANK, COL b (T4).
- DQ:** A sequence of data: Dn n (T0), followed by three cycles of a hatched pattern (T1, T2, T3), and then Dbout (T4).

Vertical dashed lines indicate the timing relationship between the clock edges and the start of each command and address cycle.

**NOTE:** A CAS latency of two is used for illustration. The WRITE command may be to any bank and the READ command may be to any bank. DQM is LOW. A READ to the bank undergoing the WRITE ISM operation may output invalid data. See the Data Tables 4 and 5.

☒ DON'T CARE

Fig. 12

Coming out of a power-down sequence (active),  
 $t_{CKS}$  (CKE setup time) must be greater than or equal to 3ns.

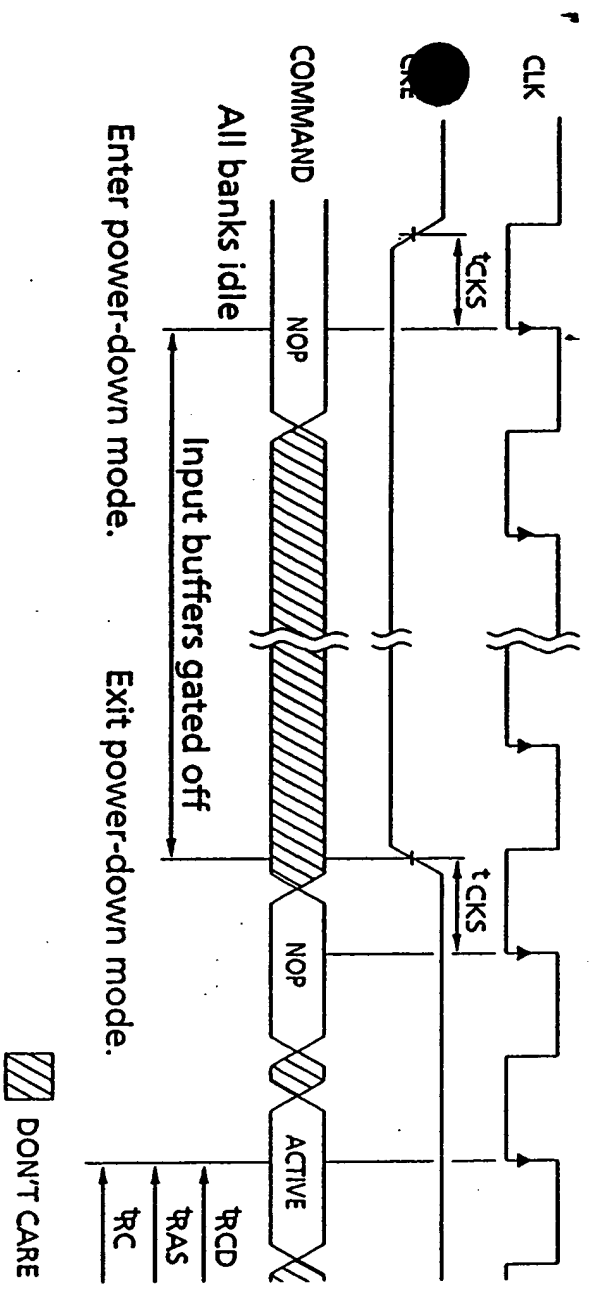


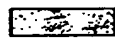
Fig. 13



# ADDRESS RANGE

			Bank	Row	Column
Bank 3	3	FFF	FFH	256K-Word Block 14	~210
	2	C00	00H		
	1	8FF	FFH		
	0	800	00H		
Bank 2	3	7FF	FFH	256K-Word Block 13	
	2	400	00H		
	1	3FF	FFH		
	0	000	00H		
Bank 1	3	FFF	FFH	256K-Word Block 12	
	2	C00	00H		
	1	8FF	FFH		
	0	800	00H		
Bank 0	3	7FF	FFH	256K-Word Block 11	
	2	400	00H		
	1	3FF	FFH		
	0	000	00H		
Bank 3	3	FFF	FFH	256K-Word Block 10	
	2	C00	00H		
	1	8FF	FFH		
	0	800	00H		
Bank 2	3	7FF	FFH	256K-Word Block 9	
	2	400	00H		
	1	3FF	FFH		
	0	000	00H		
Bank 1	3	FFF	FFH	256K-Word Block 8	
	2	C00	00H		
	1	8FF	FFH		
	0	800	00H		
Bank 0	3	7FF	FFH	256K-Word Block 7	
	2	400	00H		
	1	3FF	FFH		
	0	000	00H		
Bank 3	3	FFF	FFH	256K-Word Block 6	
	2	C00	00H		
	1	8FF	FFH		
	0	800	00H		
Bank 2	3	7FF	FFH	256K-Word Block 5	
	2	400	00H		
	1	3FF	FFH		
	0	000	00H		
Bank 1	3	FFF	FFH	256K-Word Block 4	
	2	C00	00H		
	1	8FF	FFH		
	0	800	00H		
Bank 0	3	7FF	FFH	256K-Word Block 3	
	2	400	00H		
	1	3FF	FFH		
	0	000	00H		
Bank 3	3	FFF	FFH	256K-Word Block 2	
	2	C00	00H		
	1	8FF	FFH		
	0	800	00H		
Bank 2	3	7FF	FFH	256K-Word Block 1	
	2	400	00H		
	1	3FF	FFH		
	0	000	00H		
Bank 1	3	FFF	FFH	256K-Word Block 0	~220
	2	C00	00H		
	1	8FF	FFH		
	0	800	00H		

Word-wide (x16)



Software Lock = Hardware-Lock Sectors  
RP# = V<sub>HH</sub> to unprotect if either the  
block protect or device protect bit is set.



Software Lock = Hardware-Lock Sectors  
RP# = V<sub>CC</sub> to unprotect but must be V<sub>HH</sub>  
if the device protect bit is set.

See BLOCK PROTECT/UNPROTECT SEQUENCE for  
detailed information.

Fig. 15



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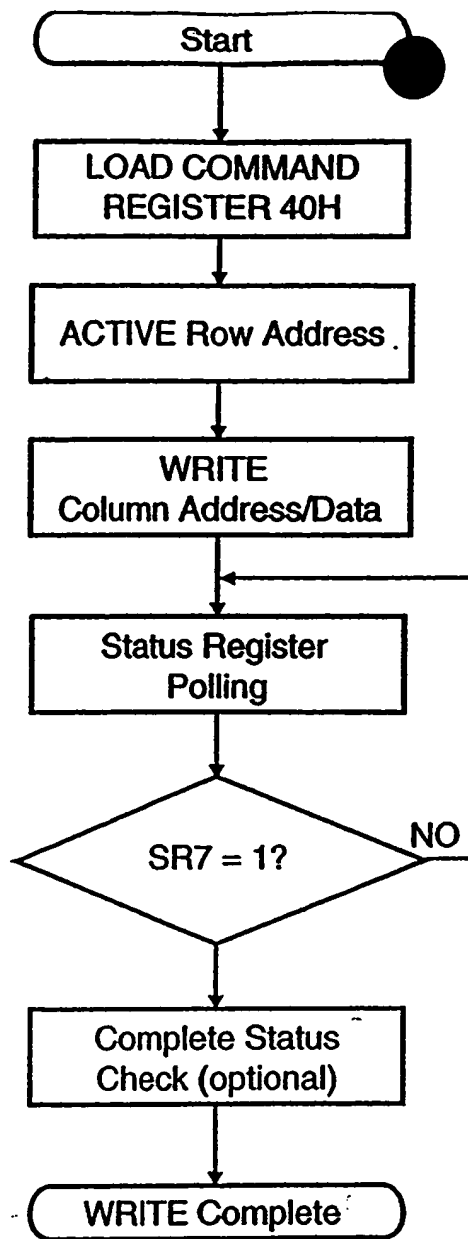


Fig. 16

Start (WRITE completed)

SR4 = 0?

NO

WRITE Error

YES

SR3 = 0?

NO

Invalid WRITE Error

YES

WRITE Successful

Fig. 17



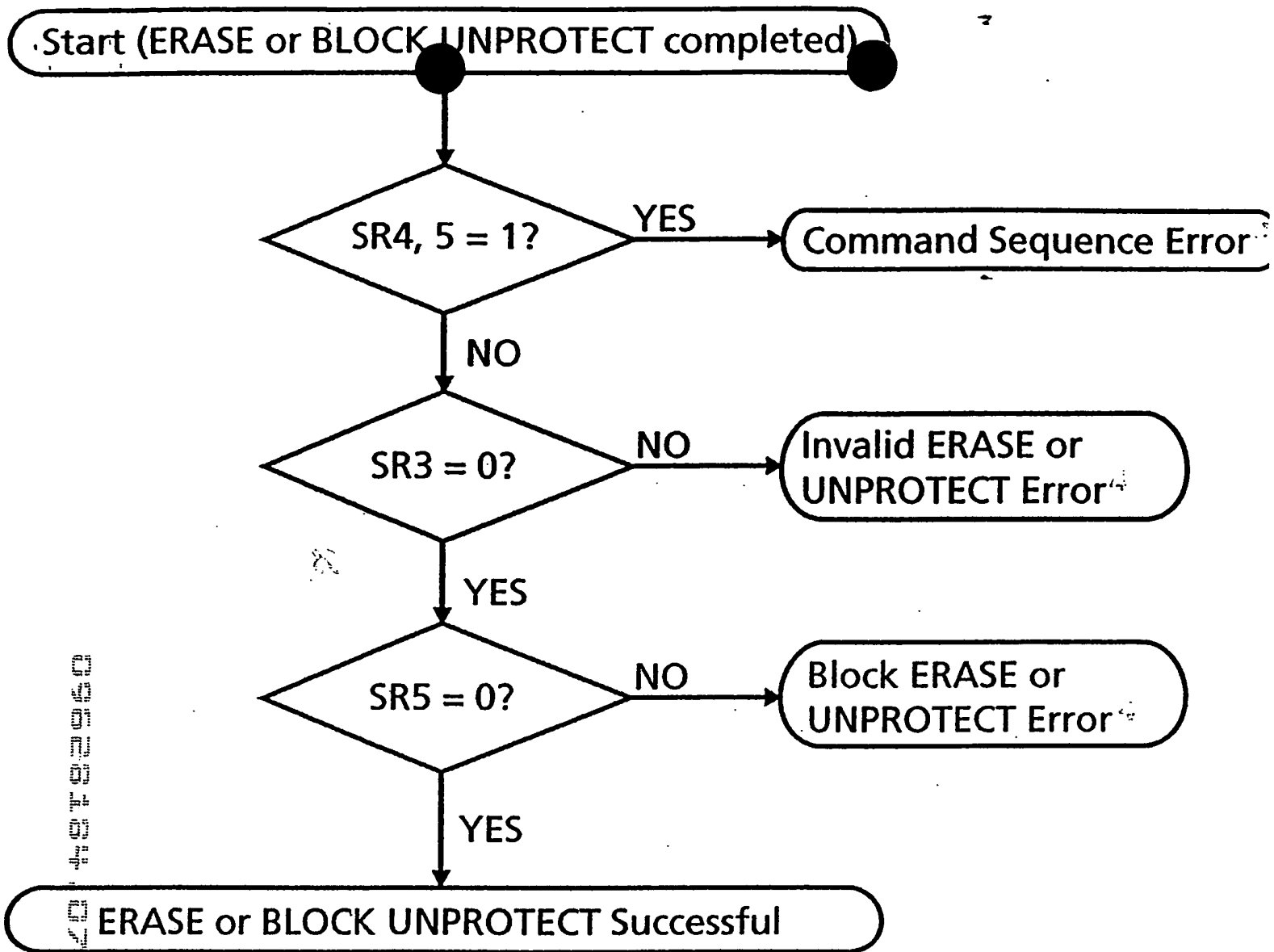


Fig. 19

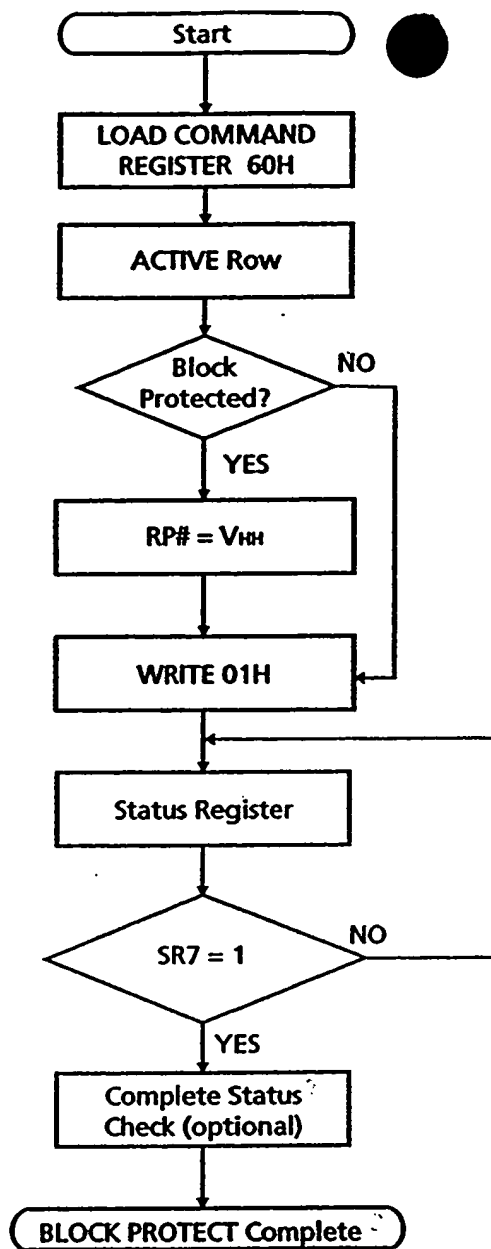


Fig. 20

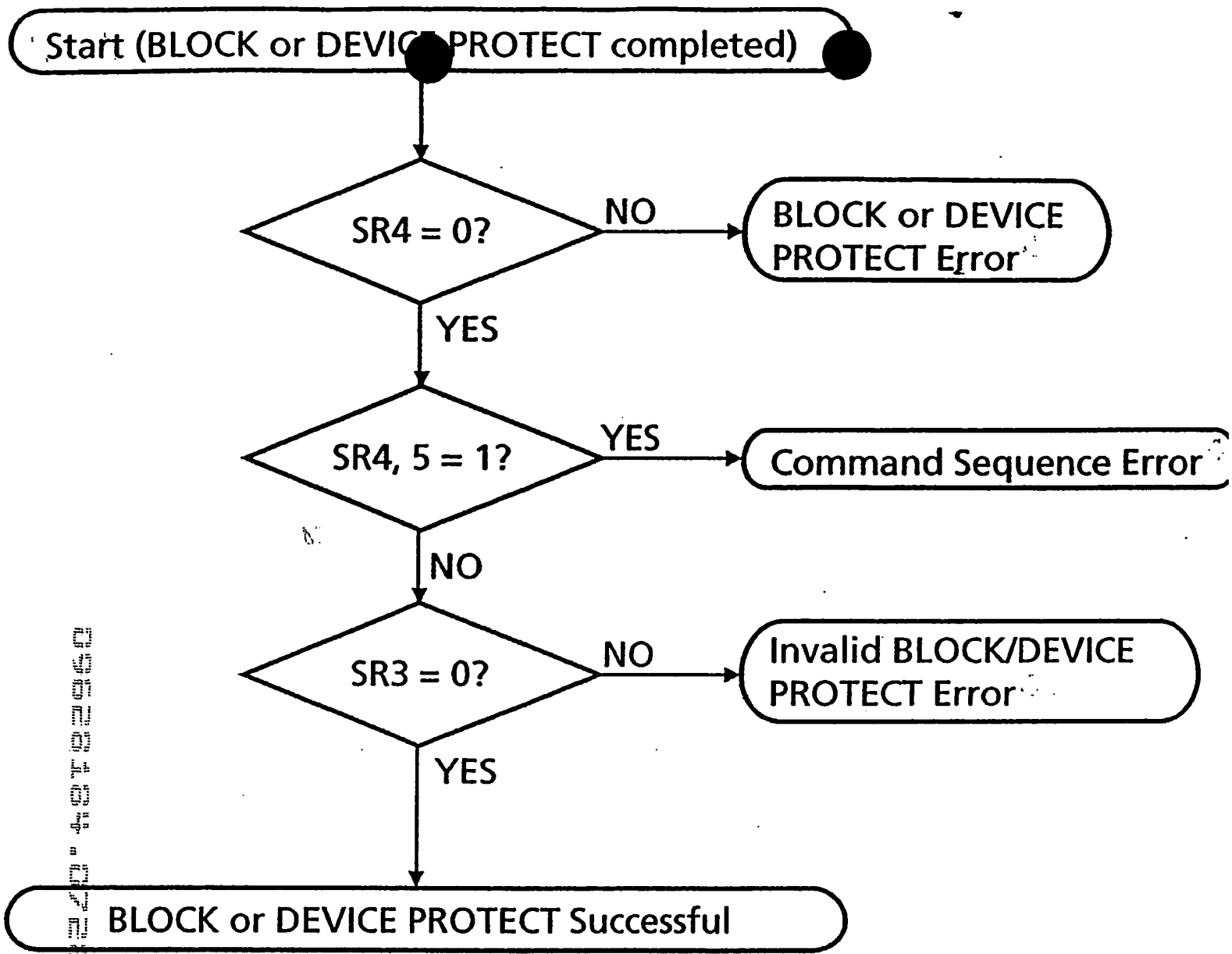


Fig. 21

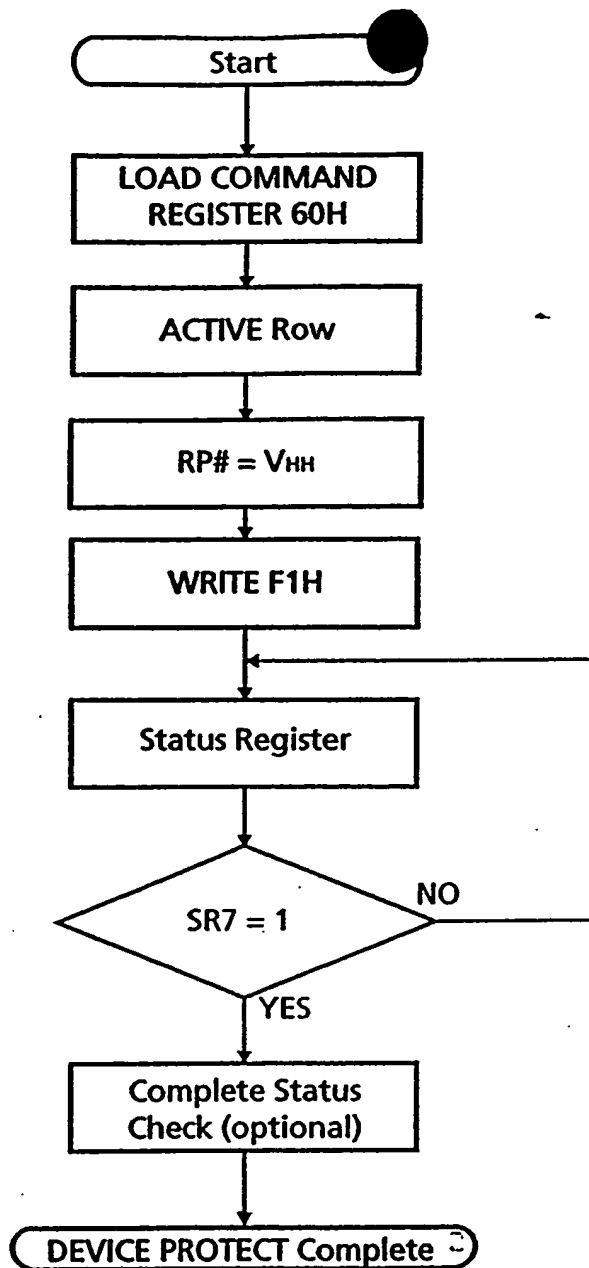


Fig. 22

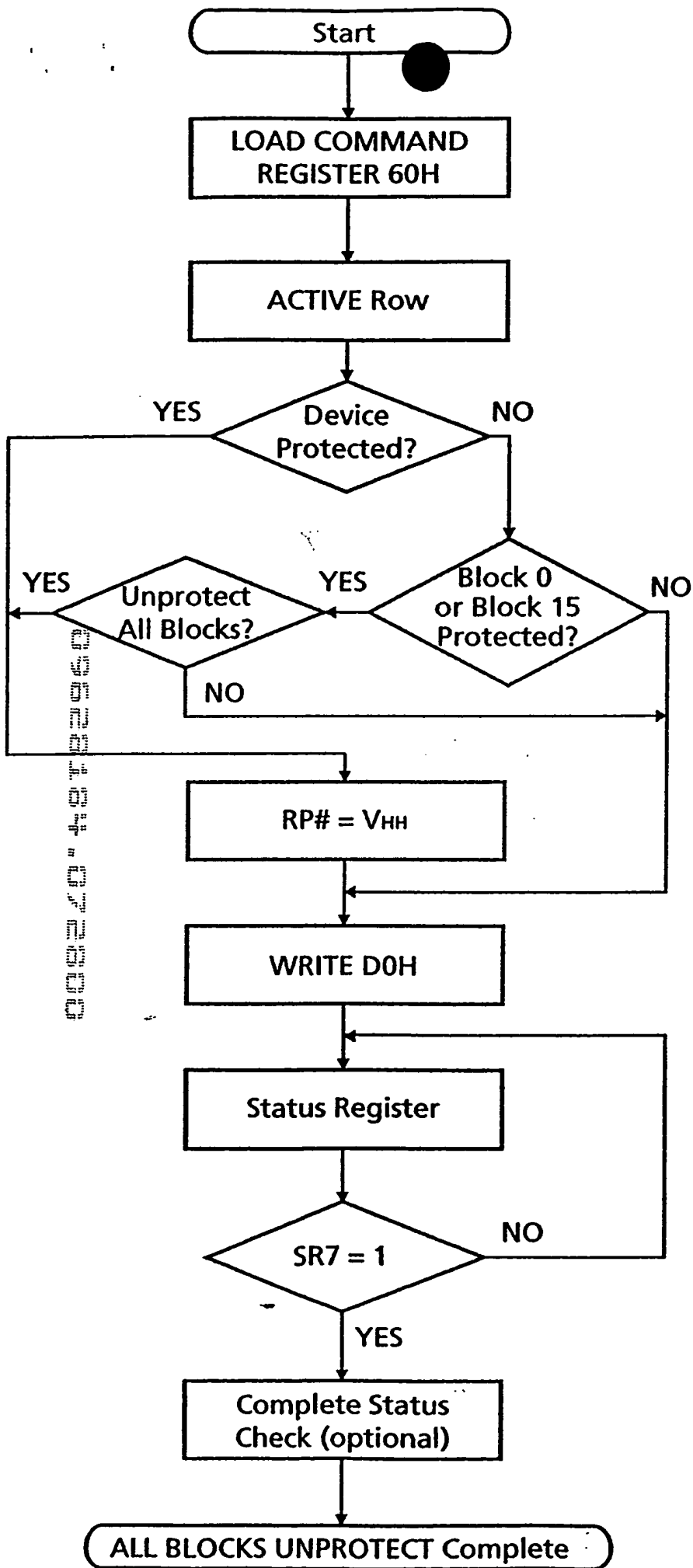


Fig. 23



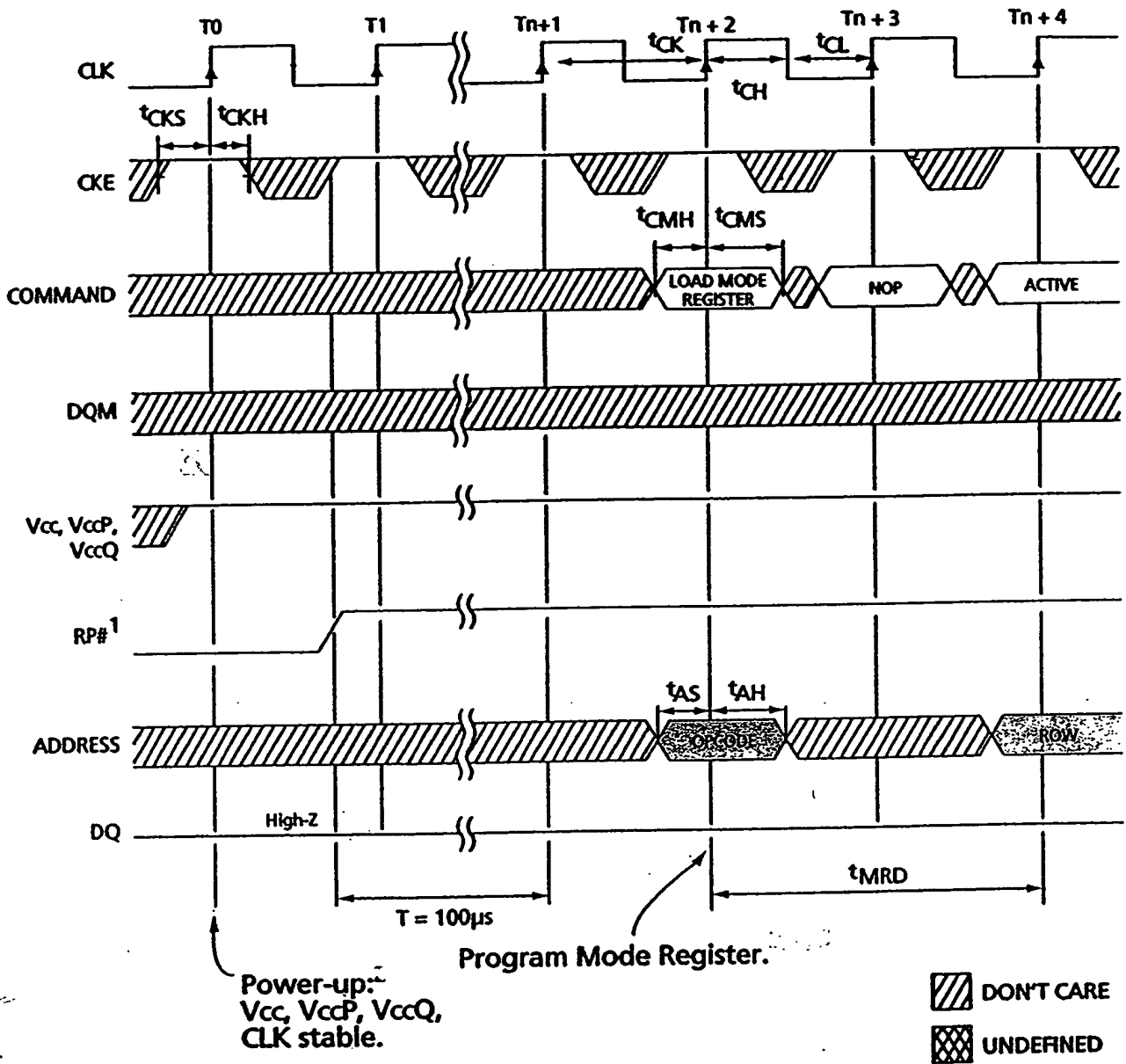


Fig. 24

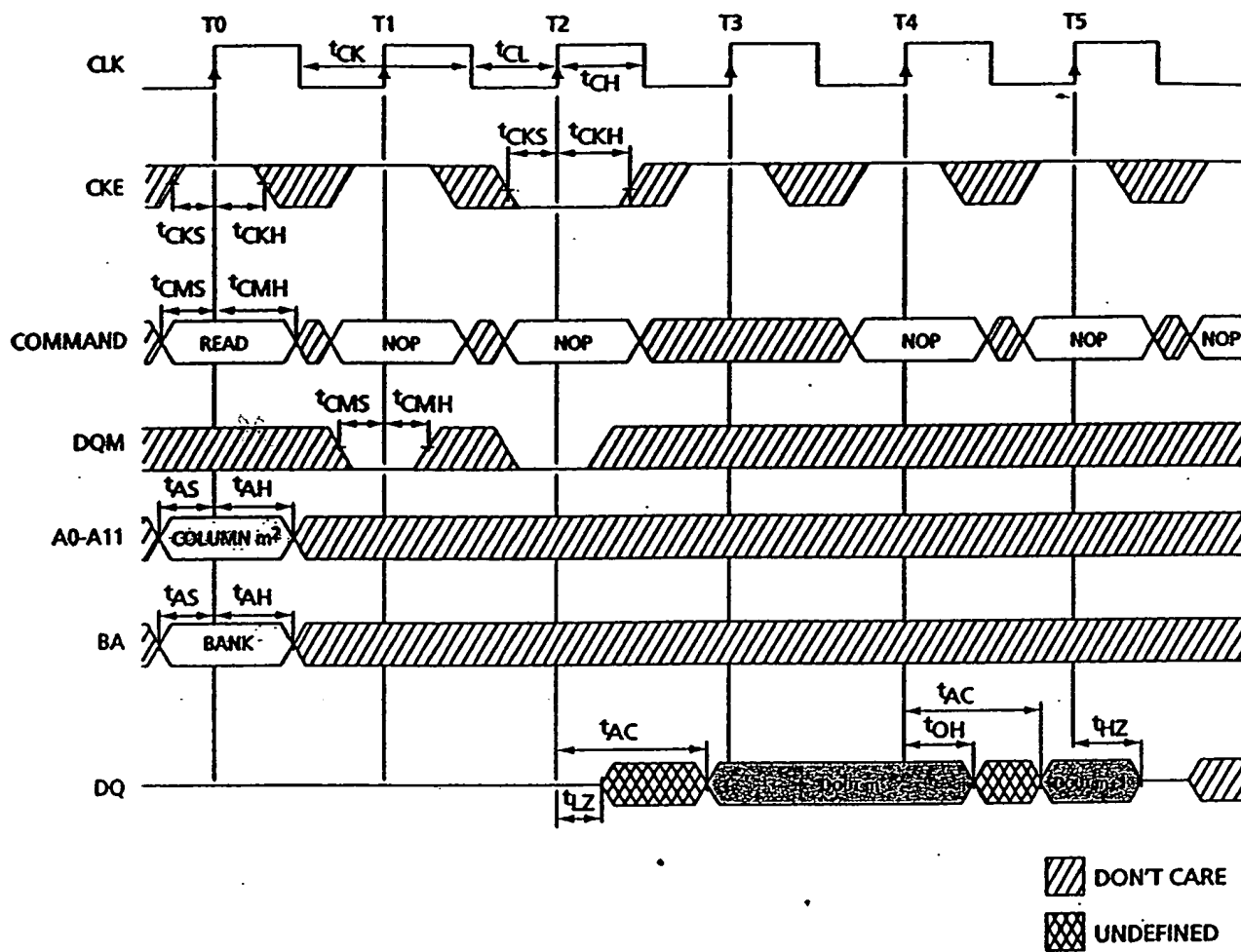


Fig. 25

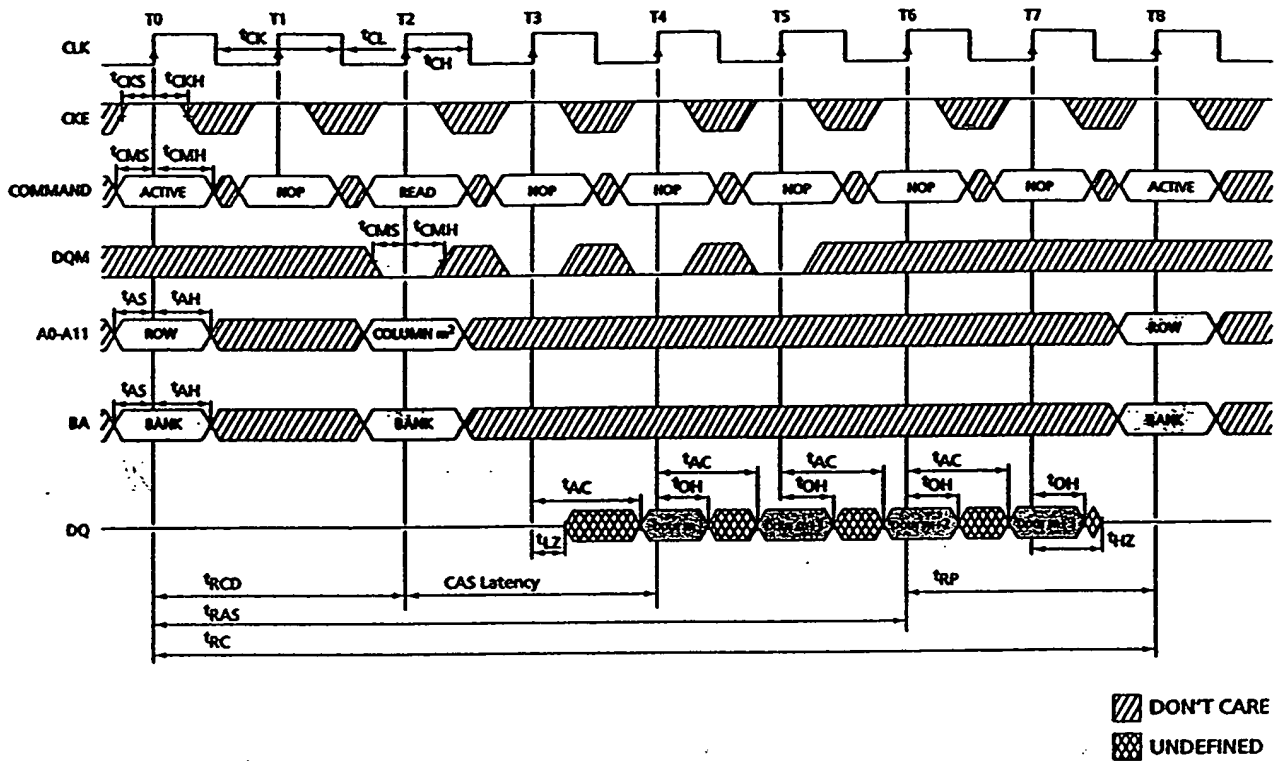


Fig. 26

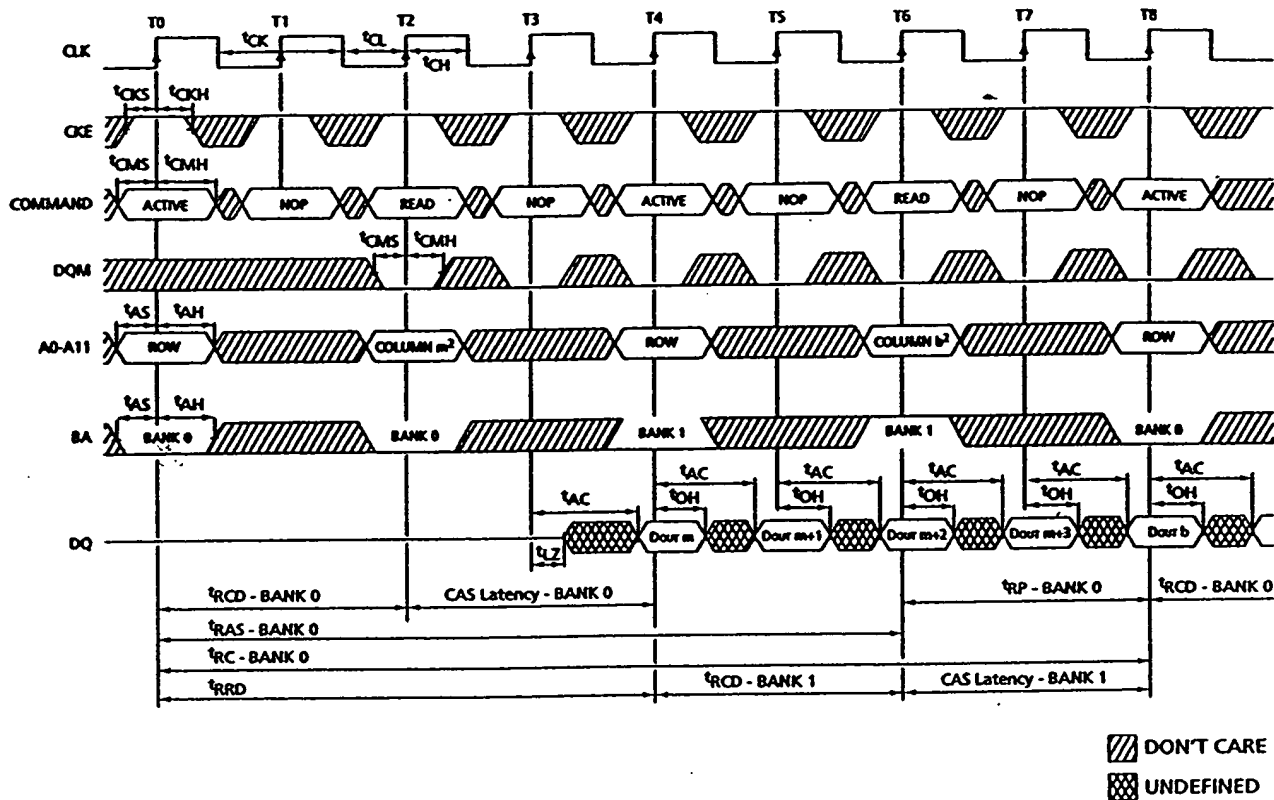


Fig. 27

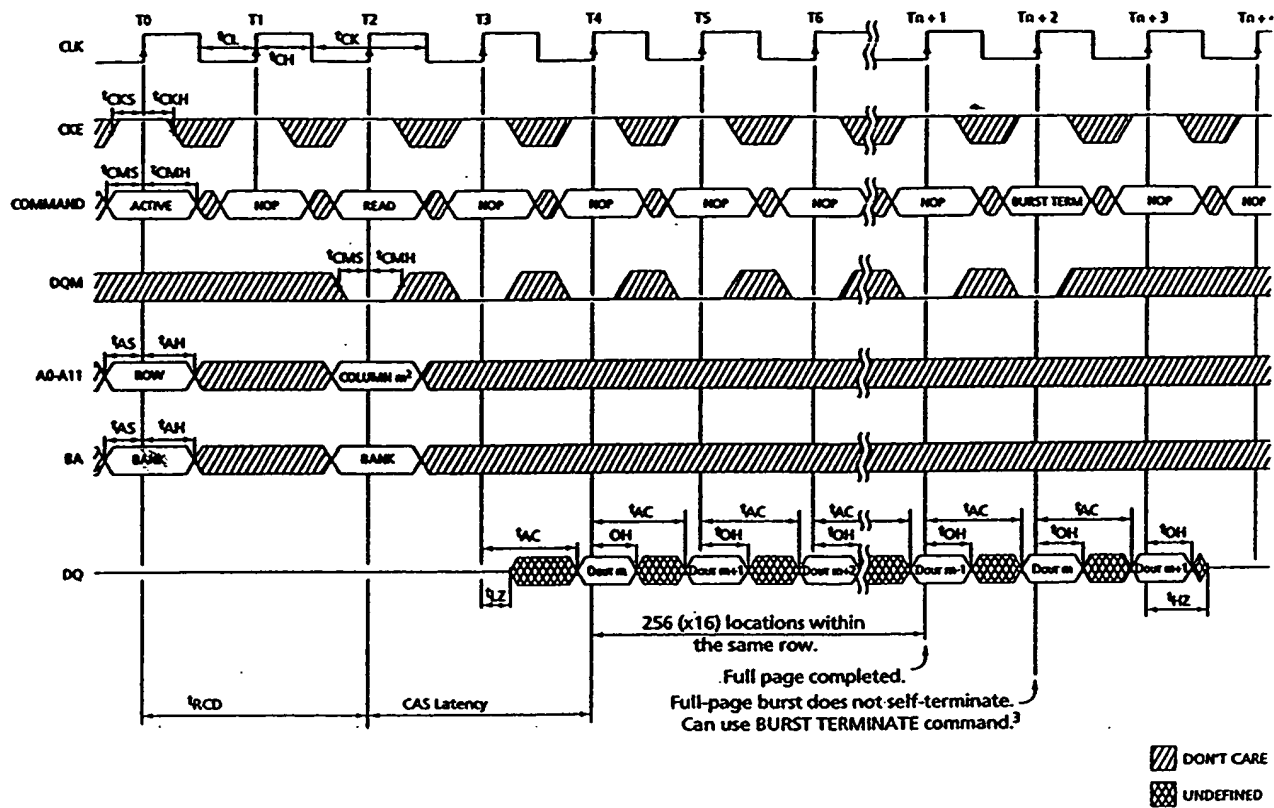
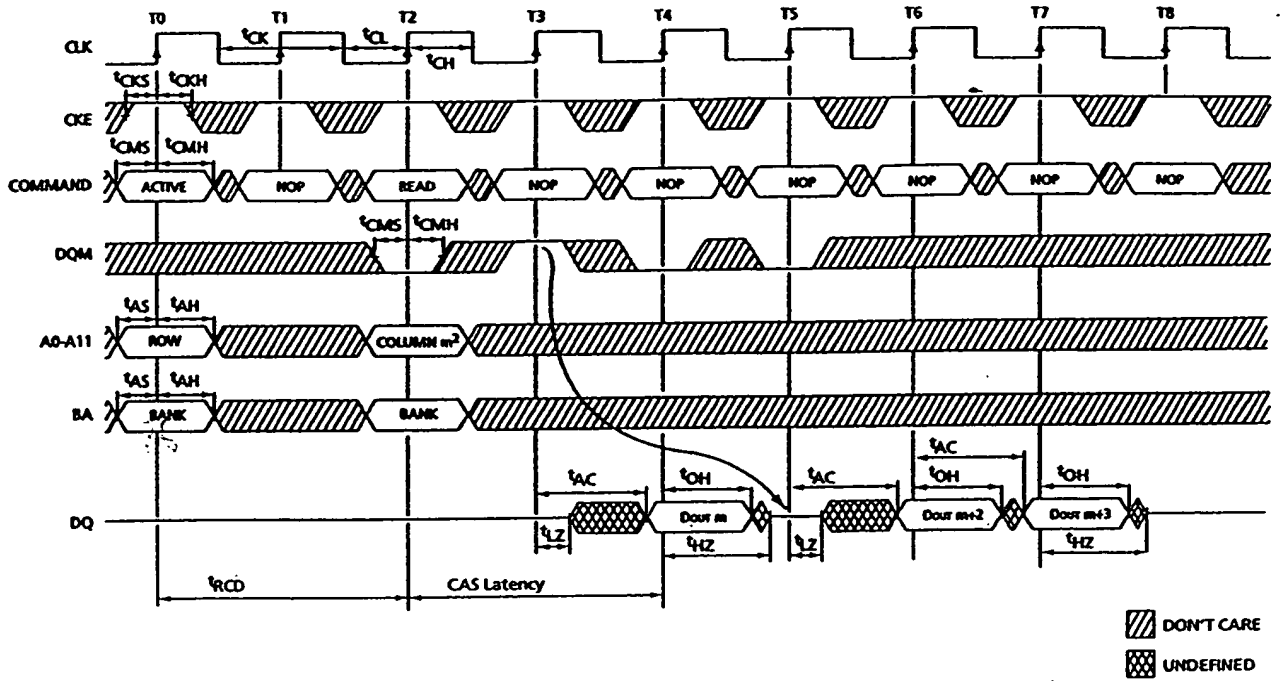
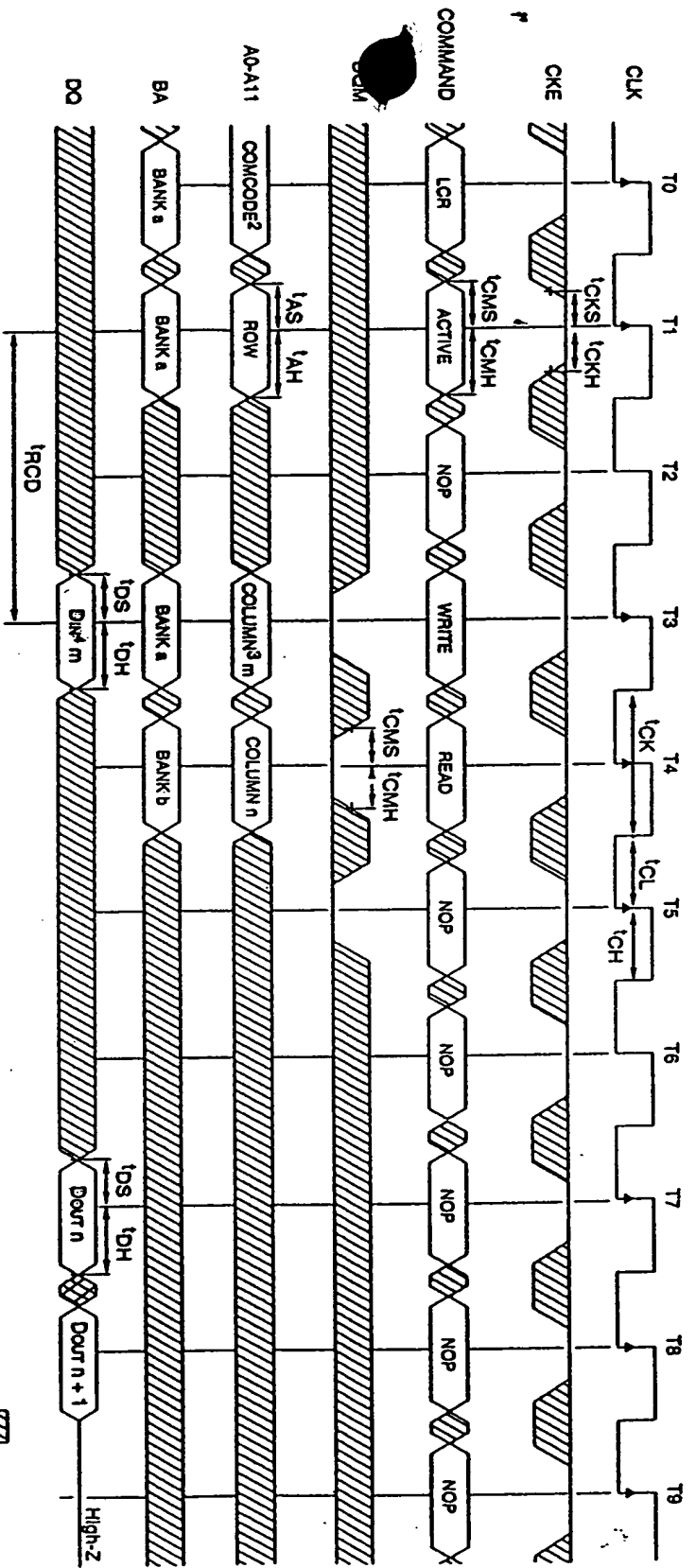


Fig. 28

*[Illegible handwritten text]*



Frg. 29



DONT CARE  
 UNDEFINED

Fig. 30





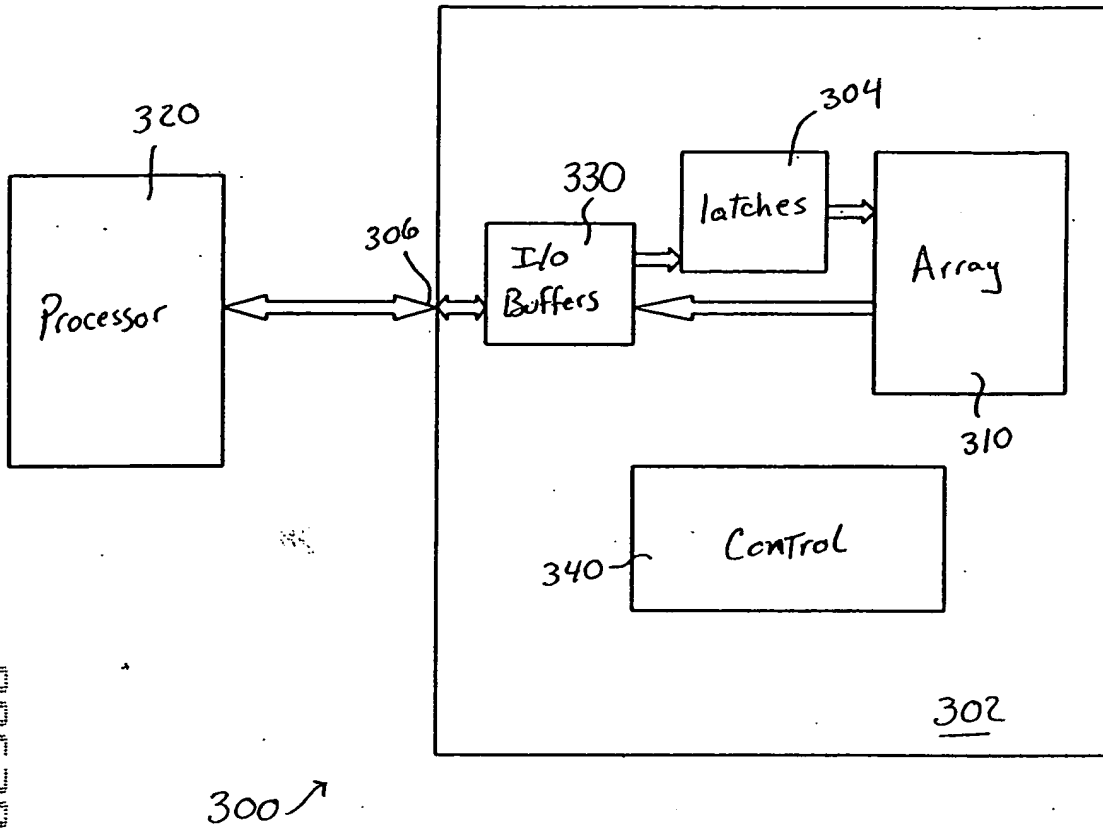
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Fig. 32

05663464.07200

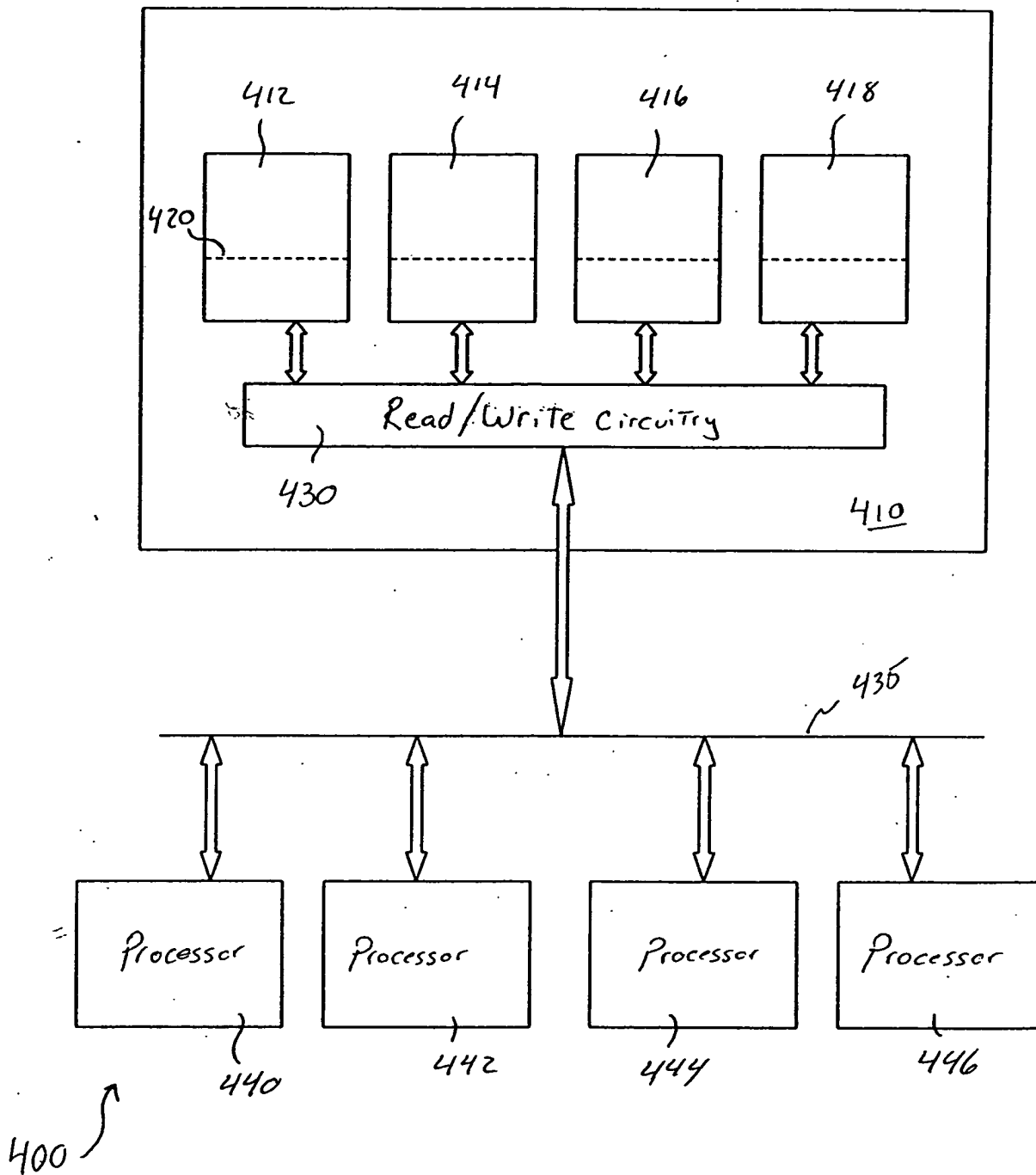


Fig. 33